

USER-EXPERIENCE-DESIGNER^{Q&As}

Salesforce Certified User Experience Designer

Pass Salesforce USER-EXPERIENCE-DESIGNER Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

<https://www.leads4pass.com/user-experience-designer.html>

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Salesforce
Official Exam Center

-  **Instant Download** After Purchase
-  **100% Money Back** Guarantee
-  **365 Days** Free Update
-  **800,000+** Satisfied Customers



QUESTION 1

A UX Designer wants to plan and communicate the intended page layouts of a community portal.

Which tool should they use?

- A. Journey Mapping
- B. Wireframes
- C. Personas
- D. Process Flows

Correct Answer: B

QUESTION 2

Cloud Kicks (CK) wants to adopt a human-centered design process in the redesign of its Salesforce journeys and processes.

In which order should CK's UX Designer undertake the steps of this process to achieve maximum impact?

- A. Ideation > Iteration > Prototyping > Implementation > User Feedback > Observation
- B. Observation > Ideation > Prototyping > User Feedback > Iteration > implementation
- C. Prototyping > Iteration > Observation > Ideation > Implementation > User Feedback
- D. Implementation > Observation > User Feedback > Prototyping > Ideation > Iteration

Correct Answer: B

The order in which CK's UX Designer should undertake the steps of the human-centered design process to achieve maximum impact is Observation > Ideation > Prototyping > User Feedback > Iteration > Implementation. This allows the designer to take into account the user's preferences and needs from the very beginning, as well as provide the user with feedback throughout the entire process. The order of steps for a human-centered design process is as follows:

1.

Observation: Observing user behaviour and interactions to gain insights into their needs and preferences.

2.

Ideation: Coming up with ideas for potential solutions based on the insights from the observation phase.

Prototyping: Creating a prototype of the potential solution to test out with users. User Feedback: Gathering feedback from users on the prototype and making changes based on their feedback.

Iteration: Iterating on the prototype based on the feedback from users.

Implementation: Implementing the final solution.

For more information on the human-centered design process, please see the following Salesforce documentation:
https://trailhead.salesforce.com/en/content/learn/modules/ux_design_process

QUESTION 3

Users from a small group within a salesteams have complained about an object that is often used only by them that has not been a edit to their lighting app due to small volume of users the administrator is not considering a new app for them

Which two salesforce features should be suggested to improve the end-user experience ?

- A. Favorite the often used object
- B. add the objects related list to the home page
- C. personalized the navigation bar
- D. create a custom component on a dashboard

Correct Answer: CD

QUESTION 4

How should a UX designer differentiate between a voice and a tone?

- A. Voice reflects the expression and the tone is the way one designs
- B. Voice reflects the character and tone is one's strength
- C. Voice reflects the frequency and tone is one's pitch
- D. Voice reflects the personality and tone is the way ones speaks

Correct Answer: A

QUESTION 5

After conducting user interviews, a UX Designer finds an equal amount of users prefer to use the Comply density setting as the Compact density setting while viewing records details.

Which one token and one utility class should be suggested to the developers to ensure custom component respect these settings? Choose 2 answers

- A. varSpacingMedium
- B. spacing Small
- C. slds-p-around_medium

D. slds ar-m-around_small

Correct Answer: CD

[Latest USER-EXPERIENCE-DESIGNER Dumps](#)

[USER-EXPERIENCE-DESIGNER Study Guide](#)

[USER-EXPERIENCE-DESIGNER Braindumps](#)